

Quests of Doom 4

Fishers of Men

By Tom Knauss



FROG GOD
GAMES

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Fishers of Men

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Swords & Wizardry Complete^{S&W}
 The Tome of Horrors Complete^{PF, S&W}
 Tome of Horrors 4^{PF, S&W}
 Tome of Adventure Design
 Monstrosities^{S&W}
 Bill Webb’s Book of Dirty Tricks
 Razor Coast: Fire as She Bears^{PF}
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THE LOST LANDS

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 Rappan Athuk Expansions Vol. I^{PF, S&W}
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 Mountains of Madness^{PF}
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Fishers of Men

Why would someone pry open an animal that looks like a grotesque, filthy stone and devour the slimy, amorphous goo inside the misshapen carapace? I cannot give a reason, but I only regret that I cannot personally thank that courageous gastronomical explorer for bestowing the world's most heavenly culinary delight to its appreciative admirers.

— *Irvin Latali, head chef at The Proud Snail Eatery in Endhome*

Fishers of Men is an adventure for 6th-level characters that takes them into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsathogga and countless foul denizens. When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place. The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.

Adventure Background

Fishermen are a breed apart from most people. Their craft is an art rather than a staid profession. For them, success depends upon the angler's mastery of subtleties. Timing and location are everything in this challenging business. Knowing where and when to drop one's hook into the murky depths are what separate the experts from the amateurs. Nonetheless, no one can control the type of fish and animals that inhabit a particular area. The average fisherman cannot afford the luxury of being finicky when it comes to selecting what particular species of fish or marine animal lands on the dinner plate. However, some wealthy individuals can afford to forego the ordinary and instead indulge their refined palates. These elite connoisseurs gladly pay any sum to dine on the finest delicacies the seas can produce, and one enterprising man eagerly caters to their every whim.

Born into extreme privilege, Oliver Quaywright, a renowned food critic and gourmet chef from Endhome, saw an opportunity to fill an underserved niche. Blessed with astounding culinary abilities, the demanding Oliver serves only the best ingredients in his kitchen, a trait he shares with other gastronomists. His eclectic pantry teems with rare meats and exotic spices, but one fare tops all others — mollusks. The simple animals' succulent meat captures his imagination. Indeed, during his youth he remembered a tantalizing flavor above all others, a particular species of oyster culled from the backchannels of the Dragonmarsh Lowlands along the northern branch of the Canyon River in Eastreach Province. From the moment he tasted the delicious delight, he vowed one day to return to the dangerous locale, where he would harvest and sell this remarkable gift to those who appreciated such marvels. When he inherited his father's vast fortune at the age of 33, Oliver's dream became reality. Alongside a retinue of men-at-arms, engineers, fishermen, and laborers, the aristocrat leveled the unkempt wetland and then constructed a fishery atop a slightly elevated mound along the marsh's fertile banks. Within a year's time, Oliver was exporting his product throughout the region. Profits quickly soared, and many took notice of his success. They called him a visionary in some circles and a mad prophet in others. Yet one detractor viewed him in an entirely different light.

Oliver built his fishery, but an undying evil permeates the black earth throughout the Dragonmarsh Lowlands. Although his temple may lie miles away from here, the dark god Tsathogga's cloister bathes this domain in a veil of depravity. His mindless hatred held sway in the heart of Quattu, a chuul-ttaen raised to intelligence by the black-hearted depravity of the region. The chuul-ttaen harbors a deep hatred for man, and recently acquired one of Oliver's shipping labels from an unfortunate victim. It had an epiphany that the shipping label would lead it to the site where humans had infiltrated the swamp, defiling it with their structures. Over the course

of the next several months, Quattu rallied others to its side, including a clan of crabmen and a coven of sea hags.

With its followers in place, the chuul-ttaen set its plan into motion. On that fateful night ten weeks ago, Quattu and its loyal supporters systematically overran the facility's defenses, confirming the aberration's uncanny intelligence. Yet its tactical prowess belied its barbarism. Quattu and its minions tore through the fishery and savagely filleted its overmatched humanoid defenders, turning the once vibrant men and women into listless slabs of bloody, boneless flesh, and rotting organs they lustily devoured. Naturally, Quattu saved his *pièce de résistance* for Oliver Quaywright. Quattu gutted the businessman with its serrated claws and dropped his nearly lifeless body into a pool of boiling water to finish the deed.

Pleased by its display of butchery, the new master of Quaywright Fishery now takes great delight converting the mollusk fishery into a humanoid slaughterhouse. Its allies frequently patrol the neighboring branch of the Canyon River and the surrounding marshlands for fresh victims. The aquatic predators capsize passing vessels and drag their unfortunate crews ashore to face a miserable fate. Quattu's debauchery whets the voracious appetite of the twisted land's vile divine patron, Tsathogga, who sent several of his minions to aid the chuul-ttaen. For the time being, Quattu's autonomy remains intact, as it entertains the demon lord's persistent overtures. Still, it is only a matter of time before Quattu falls under the Frog God's spell and ratchets up the violence.

Adventure Synopsis

Being that the Dragonmarsh Lowlands are virtually uninhabited by civilized folk, the adventure likely begins in a more populated area somewhere else in the Lost Lands, such as Zelkor's Ferry, Rendersby further upriver, or one of the larger towns or cities in a coastal region, including Eastgate or Endhome. The characters may be drawn into investigating the events at Quaywright Fishery either traveling to or from another destination, with the fabled dungeons of Rappan Athuk or Barakus being the most noteworthy venues. Alternatively, a concerned third party contacts them for assistance regarding the controversy surrounding the distant facility. The almost-certainly lengthy trek to the isolated locale gives the characters an ideal opportunity to gather information about their remote destination and engage in several encounters with fellow travelers and the region's monstrous denizens along the way.

When the adventurers finally reach the Dragonmarsh Lowlands, they face several choices. Those who opt to sail directly toward Quaywright Fishery via the Canyon River must brave a mischievous pack of gremlins and their sea hag mistresses who attempt to flip their vessel and butcher the craft's occupants. Alternatively, the characters may forgo the straightforward route and steer a wide berth away from the scene of the carnage, beaching their boat farther inland or upriver. From there, they must make an overland approach, contending with the indigenous beasts and monsters who inhabit the desolate tidal marshes as well as the natural hazards blocking their path to Quattu's newly established base of operations.

With their goal now in sight, the characters first lay eyes upon the aftermath of the chuul-ttaen's rampage. Humanoid ribcages, vertebrae, and long bones bake in the sun alongside scraps of discarded offal the voracious eaters tossed aside during their rampage. Meanwhile, Quattu's minions roam the grounds in search of more victims and leftover scraps from the eviscerated carcasses strewn about the area. The characters who step onto this macabre stage realize the butchery is more than a spontaneous, animalistic feast. They discover the aberration converted Oliver's fishery into an open-air humanoid slaughterhouse. The sickening sights and overwhelming stench of rotting men being gutted, filleted,

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shucked, smoked, and brined like oysters, mussels, and fish revolts even the hardiest stomachs.

Despite the pervasive odor of death, the characters must press onward into the fishery proper where it becomes obvious Quattu stamped its imprint upon this hellish place. Still, the Frog God's corruptive whispers resonate within its heart as it dabbles in the deranged deity's forbidden rites. The characters must overcome the chuul-taen's servants, who are aided by the demon lord's reinforcements, before they can directly confront the monster responsible for unleashing the maelstrom of violence. In this final climactic battle, the adventurers must defeat Quattu and prevent Tsathogga's influence from spreading throughout the region.

Starting the Adventure

Unless the characters concluded their previous adventure within the unfriendly confines of the Dragonmarsh Lowlands, they first become involved in the events at Quaywright Fishery while at another location, such as the village of Zelkor's Ferry or the distant town of Rendersby. It is also possible the heroes are en route to one of the preceding locales via the Canyon River when fate intervenes and steers them toward the wetlands' unwelcoming banks. Naturally, the preceding comments apply to adventures taking place in the **Lost Lands** campaign world from **Frog God Games**. With just some minor alternations, the Referee can set the story in her own campaign setting. In this case, the opening segment can take place anywhere, though the bulk of the action is intended to unfold in the Dragonmarsh Lowlands or any other suitable wetlands' locale of the Referee's choice. However, the adventure focuses on the events at Quaywright Fishery and its environs rather than recount the details of a long sea voyage or overland march.

Hooks

The characters can be drawn into the action in one of several ways. For adventurers not ready to tackle the rigors of Rappan Athuk, this adventure offers an opportunity for them to hone their skills before delving into the massive dungeon. In a similar vein, characters traveling to or from one of the settlements along the Canyon River may find themselves suddenly embroiled in the unsettling incidents taking place at the Quaywright Fishery while making their way down the waterway. In the case of characters farther afield, a worried third party actively seeks the assistance of adventurers to find out why shipments from Quaywright Fishery suddenly stopped. As an alternative to offering the characters payment in exchange for their assistance, one of the characters may have a close personal relationship with an interested party that spurs their involvement. The Referee is free to use one or more of the following hooks or create her own in order to get the adventure's action underway.

Dragonmarsh Lowlands' Encounters

Deadly encounters abound within the marsh, regardless of the terrain features found in a particular area. Mosquitoes and midges are everywhere in this damp, grassy environment. In addition to these more mundane dangers, on a roll of 1 or 2 on 1d6 the characters cross paths with at least one hostile denizen for each hour spent moving through these wetlands. The Referee may use any of the following encounters. Alternatively, she may use the encounter tables that appear in the "Dragonmarsh Lowlands" section found in the Wilderness Areas chapter of *Rappan Athuk* by **Frog God Games**, or create new ones.

Frog God's Disciples

Clad in distinctive green and violet robes, the vile god's followers slog through the region to spread their deity's influence throughout the region. This particular band includes 6 acolytes of Tsathogga and 2 Tsathoggan

under-priests who have waded into the marsh to also look into the strange occurrences at Quaywright Fishery.

They claim to be pilgrims traveling to the site of a purported miracle. They profess no allegiance to any specific deity or dogma, declaring that they are "lumps of clay waiting to be shaped into something divine." It is their contention that the wondrous marvel — which they describe as a newly formed sinkhole filled with pristine water and heavenly spirits — has the power to bestow immortality to any pure-hearted creature who drinks even a single drop of the liquid. After telling their tale, the clerics expect the characters to reciprocate and tell them the reason for their trek into the Dragonmarsh Lowlands. If the characters mention the fishery, the topic piques their interest. They casually try to inquire further about the locale, but their clumsy efforts at subtlety are virtually transparent. They grasp at straws trying to keep the conversation moving forward, only to grow increasingly flustered by their obvious lack of success. In the end, Tsathogga's violent devotees cannot suppress their true nature indefinitely. When the characters catch them in a lie or utterly fluster them, the cultists launch a wild assault. The acolytes swarm their foes, while the priests turn the battlefield into a foggy haze.

Acolytes of Tsathogga (Ftr2) (6): HP 15, 14x2, 13, 12x2; **AC** 7[12]; **Atk** flail (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD. **Equipment:** leather armor, flail, dark green felt robes with face-covering cowls, symbol of Tsathogga.

Tsathoggan Under-Priests (Clr3) (2): HP 17, 15; **AC** 9[10]; **Atk** heavy mace (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** control undead, +2 save versus paralyzation and poison, spells (2).

Spells: 1st—*cause light wounds* (x2).

Equipment: heavy mace, *potion of gaseous form*, 3 doses of unholy water, dark green felt robes with face-covering cowls, symbol of Tsathogga.

Development: The Frog God's disciples fight to the death, revealing nothing unless forcibly compelled to speak against their will. In that case, the worshipper grudgingly admits they were on their way to the fishery to convert the current occupants to their faith. They have no knowledge about the events at the fishery. If the characters attempt to force them to accompany the heroes to the fishery or fight alongside them, the distraught worshippers flee into the marsh at the first opportunity. Disciples who cannot retreat commit suicide, praising their deranged demon lord with their dying breath.

Marsh Patrol

Despite their hulking size, these 3 swamp trolls are remarkably nimble and stealthy predators. The giants use their coloration and moss-like skin texture to blend into their surroundings, allowing them to sneak up on game and humanoids. The nomadic monsters typically loiter in areas animals and humanoids regularly frequent such as fresh streams and tall patches of grass that grant them concealment. When the brutes' sensitive noses pick up another creature's scent, the cunning hunters gingerly step through the fetid water and mud until they can run up and attack their victim in a single round.

Though the hungry predators can regenerate like their more common cousins, self-preservation tops their list of priorities. The giants retreat deeper into the marsh when faced with superior opposition unless they cannot safely retreat. In their haste to get away, the massive creatures drop their leather sacks of goods and flee as fast they can. The dimwitted humanoids know nothing about Quaywright Fishery or the disappearances.

Swamp Trolls (3): HD 3; HP 23, 21, 20; AC 3[16]; Atk 2 claws (1d6), bite (1d8); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** surprise (1–2 on 1d6), swamp dependent (suffocate after 10 hours). (*The Tome of Horrors Complete* 572)

Treasure: Each swamp troll's sack contains six chunks of gold they took from a prospector panning for the precious metal from a nearby stream. Each large nugget is worth 2d6 x 10gp.

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Pluff the Dragonmarsh Hazard Lurks by the Sea

As the characters make their way through the tidal marsh, they may encounter several natural occurrences of quicksand — also known as pluff mud. A character moving at a normal pace has a 2-in-6 chance to spot the quicksand. Those traveling at a faster speed walk right into it.

Snake and Shake

When the characters run afoul of the land's indigenous snakes, they face off against 1d6+2 venomous snakes.

Vipers (1d6+2): HD 1d6hp; AC 5[14]; Atk bite (1hp plus lethal poison); Move 18; Save 18; AL N; CL/XP 2/30; **Special:** lethal poison (+2 save). (*Monstrosities* 438)

If the characters complete the last mile of their trip to Quaywright Fishery by trudging through the marsh proper, then the Referee can skip the following **Three if by Sea** encounter and proceed directly to the next section. On the other hand, characters who opt for a water route up the fishery's wharf over that final mile face Quattu's underwater guardians.

Three if by Sea

Quattu's water guards consist of 3 sea hags who formed a coven. They attack the crews of passing ships, and 8 gremlins retrieve the dead and comatose victims of the hags' attacks to lug them ashore and then scuttle the vessel. These two groups constantly patrol the waters within 1 mile of the fishery's central dock, staying within several hundred feet of each other at all times. There is a 40% chance of encountering either group for each 1000ft traveled within the monsters' territorial waters. The two groups alert one another whenever one of them detects an oncoming vessel. They then take up positions around the craft, being careful to remain more than 60ft away from each other. The sea hags begin the assault, while the gremlins lag a safe distance behind them. When this occurs, the Referee may read or paraphrase the following description.

The surrounding waters momentarily churn as three hideous crones with grotesquely wrinkled faces, stringy, kelp-like hair, and bulging, hate-filled eyes emerge from the river. Sickly green skin sags off the creatures' emaciated frames.

The sea hags surround the vessel or swimmers, causing everyone within 60ft of a hag to immediately resist their horrific appearance ability. They next direct their death gaze against a suitable, visible target. The creatures stay mostly submerged within the river, giving them a +1 AC bonus against land-based opponents. They work to weaken the characters before they finally board the ship and engage their remaining opponents in melee combat. Otherwise, they continue to pepper their foes with their death gaze from the comparative safety of their aquatic surroundings. Meanwhile, the gremlins keep their distance from the battle as they wait for the sea hags to disable the crew.

The hags retreat only when the characters slay or incapacitate a member of the trio. When this occurs, the survivors attempt to flee underwater and regroup in another stretch of the river where they await an opportunity for revenge. The gremlins trail behind the ship and sabotage it when the characters disembark. Otherwise, the gremlins attack while the characters are onboard if they kill all three sea hags and fight to the death. They currently reside in a small, underwater cave near Quaywright Fishery's dock with their monstrous leaders.

Sea Hags (3): HD 3; HP 23, 21x2; AC 6[13] (5[14] in water); Atk bite (1d4); Move 6 (swim 18); Save 14; AL C; CL/XP 5/240; **Special:** death gaze (3/day, 30ft range, save resists), weakness gaze (1d6 turns, strength halved). (*Monstrosities* 239)

Gremlins (8): HD 1d6; HP 6, 5x2, 4x3, 3x2; AC 9[10]; Atk 2 claws (1d2), bite (1d2) or dagger (1d4); Move 10; Save 18; AL C; CL/XP B/10; **Special:** +1 or better magic weapons to hit, *invisibility* (at will), magic resistance (15%), vulnerable (bright light, blinded 1 turn). (*Monstrosities* 308)

Treasure: One of the hags carries a *potion of flying* on her person. The hags and gremlins keep their remaining valuables in a stone chest within their lair. This device contains 204gp, 2409sp, and six pearls worth 100gp each.

Quaywright Fishery

After a grueling land or sea voyage, the characters finally reach their intended destination of Oliver's overrun fishery. Characters who overcame Quattu's underwater guardians enjoy an unobstructed view of the immense facility. Those who opted for the land route see nothing unless they climb over or can otherwise look past the 10ft-high wooden barrier protecting the perimeter. Regardless of their vantage point, the Referee may read or paraphrase the following description of the enormous compound.

An immense complex consisting of a massive wharf, fishponds, conveyer belts, a processing house, and living quarters sprawls across several acres of reclaimed marshland. A 10-foot-high wooden fence protects the compound. The seaside portion includes several lines of wooden cages floating atop the surface adjacent to numerous inverted poles running from the water's surface to the riverbed. Mooring ropes lie unattended atop three wooden piers positioned at the far ends of the facility. Even in the brackish water, the exposed ribs of several capsized boats can be seen below the murky depths. Two massive wooden conveyer belts, each powered by a wheelhouse, connect the riverside part of the facility to its dry land counterpart to haul harvested fish to a large central building standing atop an elevated mound farther inland. A main door occupies the wall between the two conveyer belts. Signs of an intense and violent struggle are visible everywhere as decaying, dismembered bodies, pools of dried blood, and scattered weapons litter the entire area. Six decapitated skeletons serve to warn trespassers of the fate awaiting them.

No impediments stand in the way of seafaring adventurers, though characters who opted for the land route must overcome the wooden barrier that surrounds the entire complex.

Arriving at Quaywright Fishery

When the heroes make landfall on the wharf or set foot on the grounds proper, the characters must contend with the locale's living guardians. The 4 reth hounds who continuously roam the grounds act as the facility's first line of defense. These beasts benefit from extremely keen senses that allow them to see well at night and also detect the scents of unwanted intruders. When one of them spots a trespasser, the beast barks loudly, alerting the other pack members along with their current masters, a team of 6 crabmen who supervise their activities. These slower, larger monstrous humanoid lag behind, preferring to leave the fighting to their trained dogs. When this occurs, the Referee may read or paraphrase the following description.

Four oversized, muscular dogs with matted and torn brownish-yellow fur rush forward. Sickening pus oozes from countless sores and abscesses covering their grotesque skin, while pointed yellow teeth, many of which are broken

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and serrated, fill its mouth. Four bulging, yellow eyes are spread evenly across its canine forehead. Meanwhile, six large bipedal humanoids with crab-like heads, splayed feet, and hands that end in vicious pincers accompany the vicious beasts. Like ordinary crustaceans, a reddish-brown exoskeleton protects their bodies. Two smaller humanoid arms protrude from their upper torso below their armored set of limbs.

It is important to note that these creatures are spread out across an extremely large area, so it may take as long as 1 minute for all of them to finally arrive on the scene. The aggressive retch hounds first engage their enemies with their breath weapon, blasting their opponents with sickening acid before lunging at them with their jaws. Whenever possible, the pack hunters surround and simultaneously attack a single foe. The crabmen attack with their claws, attempting to grab and constrict their enemies. Oddly, neither unit feels any compulsion to call for reinforcements or otherwise alert the facility about the presence of intruders. If the battle turns against them, the crabmen flee back to the river, leaving the retch hounds to fight to the bitter end. Captured crabmen compelled to speak against their will reveal only that Quattu, the great crustacean lord, vowed to slaughter as many “soft skins” as possible. They can provide no details about the main building or Quattu’s ultimate plans.

Retch Hounds (4): HD 3+2; HP 23, 21, 19x2; AC 5[14]; Atk bite (1d8); Move 18; Save 14; AL N; CL/XP 4/120; Special: breath weapon (1/round, 10ft cone, 2d6 damage, save for half), stench (30ft radius, save or nausea). (*Monstrosities* 462)

Crabmen (6): HD 3; HP 23, 22x2, 20, 19x2; AC 3[16]; Atk 2 claws (1d6); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; Special: none. (*Monstrosities* 111)

Treasure: The retch hounds carry nothing, but the crabmen keep a total of four conch shells worth 25gp each with them at all times and a bag containing 45 seashells worth 1d4gp each.

Quaywright Fishery

After dealing with the complex’s outer defenses and inhabitants, the characters are free to explore the grounds, provided of course that they do so in an expeditious manner. Every 10 minutes thereafter, there is a 25% chance that 2d4 crabmen or 1d8 gremlins emerge from the waters to feast on scraps of dead humanoids. Likewise, for each hour spent exploring the area, there is a 40% chance 1d3 giant toads leap over the fence or make their way out of the main building in search of intruders. The large map of Quaywright Fishery details the complex’s seaside and outdoor areas, while more-descriptive maps outline the features of Areas G, L and Q. Although not listed on the map, the ground slopes at a gentle 10-degree angle from the shoreline to Area Q. Overgrown rushes and grasses dominate the landscape. Nonetheless, the fishery’s extensive dredging operations and drainage capacity allow the characters to treat all of the grounds as dry land. The following section describes the outdoor areas in greater detail.

Crabmen (2d4): HD 3; AC 3[16]; Atk 2 claws (1d6); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; Special: none. (*Monstrosities* 111)

Gremlins (1d8): HD 1d6; AC 9[10]; Atk 2 claws (1d2), bite (1d2) or dagger (1d4); Move 10; Save 18; AL C; CL/XP B/10; Special: +1 or better magic weapons to hit, *invisibility* (at will), magic resistance (15%), vulnerable (bright light, blinded 1 turn). (*Monstrosities* 308)

Giant Toads (1d3): HD 3; AC 6[13]; Atk bite (1d8); Move 6 (hop 30ft); Save 14; AL N; CL/XP 3/60; Special: hop (30ft). (*Monstrosities* 475)

F1: Riverbank

Muddy water laps against the shore. The waterlogged frames of sunken vessels along with the skeletal remains of their crews litter the riverbed.

Characters exploring the riverbed discover the remnants of five different ships, including all three of Oliver’s transport ships (the *Smug Snail*, the *Brawny Mussel*, and the *Oyster’s Shell*), a small rowboat with no identification, and the *Flighty Amalie* a missing fishing vessel out of the Amrin Estuary. Unfortunately the horrible circumstances surrounding the deaths of these ships’ sailors left some of them hungry for revenge. A **draug captain** with his remaining crewmembers serving as his **2 draug mates** hide within the wreckage of the *Flighty Amalie*, emerging to attack encroaching humanoids. The trio focuses their attacks on one or two individuals. They try to keep their opponents underwater, but if the characters move onshore, the undead monstrosities follow. On dry land, the captain uses his call storm ability to disorient the characters.

Tyler Ebbensflow, Draug Captain: HD 6; HP 45; AC 2[17]; Atk short sword (1d6) or 2 claws (1d4); Move 12 (swim 12); Save 11; AL C; CL/XP 8/800; Special: call storm (1/day as *control weather*), control ship, resist fire (50%). (*The Tome of Horrors Complete* 217)

Equipment: short sword.

Draug Mates (2): HD 3; HP 21, 19; AC 2[17]; Atk short sword (1d6) or 2 claws (1d4); Move 12 (swim 12); Save 14; AL C; CL/XP 5/240; Special: resist fire (50%). (*The Tome of Horrors Complete* 217)

Equipment: short sword.

Treasure: Tyler and his crew wear leather armor and carry short swords. In addition, Tyler has a diamond pendant worth 500gp. Searching the wrecks of the five ships yields 2d4 x 10gp of salvageable sundry items per vessel.

F2: Oyster Farm

Hundreds of bone cages attached to enormously long wooden poles float atop the water’s surface. The containers’ doors were forcibly opened, and their former contents removed.

Quattu and its crabmen followers placed some of their victims’ skulls within the oyster cages. If the characters examine the skulls, they discover the remains are human and the victims suffered severe head injuries before death, most likely from a powerful, serrated pincer or bite wounds.

More importantly, if the characters wade into the waters searching for clues, there is a 10% chance each minute the commotion attracts the interest of either the sea hags or the gremlins from the **Three if by Sea** encounter above, if the characters avoided these combatants earlier. The sea hags approach first, resorting to the same tactics they use against those encountered aboard a vessel. The monstrous humanoids continue to chase after their enemies when they retreat farther inland, keeping their gremlin allies at a safe distance throughout the combat.

F3: Mussel Farm

Vertical wooden poles attached to stabilizing horizontal poles rise out of the riverbed. They stretch from the shoreline up to 120 feet into the river. Clusters of mussels cling to isolated portions of the structures that resemble a stair’s banisters.



Oliver’s mussel farm consists of interconnected wooden poles the mussels use to attach themselves to a stable structure. The mussels are an extremely rare variety native to this part of Akados. They are a species connoisseurs refer to as “blue magic.” They are renowned for their sweet taste, firm texture, and remarkable juiciness. As in the case of **Area F2**, spending more than 1 minute underwater attracts the hags from **Three if by Sea**.

F4: Wharf

Coils of thin rope and a gangplank sit atop a wooden pier that juts out into the river. Massive pylons presumably pounded deep into the riverbed support the sturdy platform. Congealed pieces of baked flesh, skeletal appendages, broken shields, chitinous plates, scraps of armor, and bloodstains mar the dock’s surface and confirm that a ferocious battle raged across the wharf.

Quattu’s crabmen allies attacked the fishery from the water, where they met and ultimately defeated Oliver’s outnumbered men-at-arms. The remnants of the clash lie strewn about the pier, as silent testimony to the brave souls who lost their lives defending the fishery against the chuultaen and its minions.

Treasure: The two mooring ropes on each dock are 50ft lengths of silk rope.

F5: Staging Area

Wooden decking covers the ground connecting the wharf and pools with the conveyer belts. Two well-made, unattended longswords rest atop the bloodstained planks clustered near the central wharf. A barely visible message written in dried blood covers several large planks.

Oliver’s employees used this expansive, alder wood deck as a staging area, where they gathered oysters and mussels from the farm and loaded them onto the conveyer belts. They also transported shipping crates from the main facility to the ships for transport to various ports throughout the region. The fishery’s guards made their last major stand against the invaders here. When the struggle ended, Quattu used the blood of its enemies to scrawl its dire message on the wooden surface. Written in common, it reads, “Manlings shall be meat!”

Treasure: The garrison’s commanders fought to the bitter end. Quattu cared little for the manling equipment and left their two +1 *longswords* where they fell.

F6: Fish Ponds

Twelve pools of water teeming with different fish species flank the conveyor belts.

Quaywright Fishery specialized in shellfish delicacies, yet Oliver raised fish as well. The water is remarkably clean, and observers can peer down to the bottoms of these 15ft-deep reservoirs during the daylight hours. Each pond is segregated by species allocated in accordance with popularity.

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F8: Fishery Grounds

There are three pools each of salmon and trout, two pools each of catfish and bass, and one pool of pike and another of perch.

The pool filled with pike also contains the earthly remains of the scuttled rowboat's only occupant, **William the Mad Crawdad** — a notorious saboteur, sailor and murderer on the run from distant Endhome. Confident he shook his dogged pursuers, the fugitive blissfully set sail for the shores of the Dragonmarsh Lowlands only to come face to face with a greater horror than a hangman's noose. The scoundrel ran afoul of the disgusting sea hags, but even their revolting appearance and dread curse could not overcome his evil. He swam toward the wharf and climbed onto dry land, where he outran his enemies straight into Quattu's waiting tentacles. The aberration and its allies finally meted out justice to William, but even death could not suppress his despicable spirit. The lifelong mariner longed to be buried at sea, a fate the chuul-ttaen foolishly denied him. Instead, the despicable William's spirit rose from the grave as a **bhuta**.

Sunlight renders the undead monstrosity powerless, meaning the characters encounter him only at night. Oddly, the miserable sailor harbors no ill will toward Quattu and the crabmen who killed him. Nonetheless, they steer a wide berth around his fishy grave during the overnight hours. Instead, he directs his ire toward other humans. If the characters vanquish William and search the pike pool, they spot his skeletal remains at the bottom of the pool.

William the Mad Crawdad, Bhuta: HD 7; HP 50; AC 4[15]; Atk 2 claws (1d6); Move 12; Save 9; AL C; CL/XP 8/800; Special: death grip (2 claw hits, automatic 1d6+1 damage). (*The Tome of Horrors Complete* 57)

Treasure: Despite being submerged beneath the water for 5 weeks, William's mortal body still has a *ring of protection* +1 on his left hand, a suit of +1 *chainmail*, and a battle axe that has not yet rusted.

F7: Conveyer Belt

Powered by a wooden wheel large enough to accommodate two men, this simple contraption made from wood and rope spans a distance of 300 feet, connecting the riverbank to the complex's main building. The device's massive belt consists of wooden boards with attached baskets that are held together by strands of rope wrapped around two pulleys positioned at opposite ends of the belt. The belt's northern section opens into a hole built into the south face of the main building on each side of the structure's main door.

Oliver's employees used the massive conveyor belt to move oysters and mussels from the wharf into the processing house. Likewise, the engineering marvels can be reversed, allowing them to also move packaged products from the facility to the wharf for transport onto the fishery's fleet of vessels. The conveyor belt consists of 20ft-wide and 6in-long planks with a basket attached to the bottom of each unit. They are held together by thin strands of rope, allowing the beveled and grooved edges to flip over smoothly when they reach the end of the device. In addition to the support structures on both ends, support posts and rods are also positioned at 20ft intervals along the way.

The conveyor belt ascends from the wharf at a gradual 10-degree angle. The wheelhouse has an open design, so a humanoid can easily step into the wheel and start the conveyor belt simply by walking. Of course, starting the conveyor belt immediately attracts the interest of Quattu's minions inside **Area Q1**, causing them to react to the unexpected event as described in that area. In a similar vein, the characters may also attempt to enter **Area Q1** through the openings in the main building's south wall. However, these openings were built to allow the mussel- and oyster-carrying baskets to pass through the barrier rather than passengers. The tight space is 20ft wide, but only 18in high. Human-sized creatures must crawl through the opening on their belly to get inside the building. Larger creatures are too big to squeeze through the opening.

Overgrown grasses and rushes dominate the grounds, though a few well-worn paths connect the outer buildings to the central building and the riverbank. The soil here is comparatively drier than the saturated earth outside the fence. There is a gradual but noticeable incline from the riverbank to the northern fence. Six inverted humanoid skeletons planted into the ground deliver an ominous warning to unwelcome guests.

The crabmen pounded the vertebrae into the ground like sinking a pylon for a pier. The neck bones function as the base, while the limbs dangle like tree branches in the breeze. The exact cause of death cannot be determined from the skeletal remains. The ground's overgrown and unkempt state has no effect on movement through the area, but the lack of proper maintenance let an invasive fungus known as **purple rot** and mosquito swarms take root in the area; the fishery's dry conditions aid in the fungus's reproductive cycle. Characters wandering the grounds have a cumulative 10% chance of encountering this hazard for every 10 minutes spent wandering the grounds.

Hazard Purple Rot

The fungus known as "purple rot" affects the respiratory tracts of humanoid creatures only. Despite its colorful moniker, the parasitic species actually looks like a gooey, brown slime. Indeed, the name actually comes from its ability to cause hypoxia, which turns the victim's skin blue or purplish in extreme cases. It releases its destructive spores throughout the day and night. Though a prolific reproducer, the fungus quickly dies when exposed to too much water. The minute spores are invisible to the naked eye and fill the air within 1d6 x 10ft of the fungus. Anyone breathing the spores must make a saving throw or take 1d6 points of damage. Any creature killed by purple rot decomposes into a new patch of the fungus.

In addition to this hazard, colonies of mosquitoes also inhabit the area. For every 10 minutes spent in this area, there is a 20% chance of encountering **1d3 mosquito swarms**.

Mosquito Swarm (1d3): HD 3; HP 21, 19; AC 5[14]; Atk swarm (1d4 plus disease); Move 12 (fly); Save 14; AL N; CL/XP 3/60; Special: disease (malaria, 1d4 damage per day, death in 1d4+3 days).

Area G: Garrison

Oliver constructed this wooden, one-story structure to provide comfortable housing and living space for the resident wizard and his security detail of 10 men-at-arms including the unit's two commanders. Most of the fishery's defenders died on the wharf in a futile effort to fend off Quattu's attack. However, a handful of the guards and the hired spellcaster, made their last stand within the garrison.

Built for durability and functionality, this one-story wooden building has two entrances on both the east and the west walls, although all four wooden doors are currently ajar. A stale, musty odor emanates from inside the structure.

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The ceilings are 10ft high throughout the building. The walls, floor, and ceiling are made from wood. There is no illumination inside other than natural sunlight peeking through the open doors on the eastern and western face. Lamp sconces built into the walls at 10ft intervals are either unlit or unoccupied. The portals are strong wooden doors that are currently ajar.

Free access into the building has allowed unwanted pests and scavengers to take up residence within the now-abandoned structure. While moving through the garrison, there is a 25% chance the characters encounter one of the following creatures scavenging on carrion or rotting leftovers. Check once every 10 minutes that they remain in the building.

Garrison Wandering Monsters

1d3	Result
1	1d3 rat swarms
2	2d3 giant flies
3	1d3 cockroach swarms

Cockroach Swarm (1d3): HD 3; AC 7[12]; Atk swarm (1d6 plus disease); Move 9; Save 14; AL N; CL/XP 4/120; **Special:** disease (1d3 damage per day, save avoids), immune to all but blunt weapons.

Giant Flies (2d3): HD 3; AC 5[14]; Atk bite (1d6); Move 12 (fly 24); Save 14; AL N; CL/XP 4/120; **Special:** none. (*The Tome of Horrors Complete* 251)

Rat Swarms (1d3): HD 3; AC 7[12]; Atk swarm (1d8 plus disease); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** disease (1d4 damage per hour, save resists).

G1: Armory/Training Room

Dozens of splintered spears and javelins are strewn about the floor around two weapons racks closest to the entrance. Conversely, ten longwords and eight chain shirts remain in their slots and on their hangers on the next weapons rack. Two wooden swords lie in front of two badly damaged wooden combat dummies.

Oliver's troops trained in this chamber, using the wooden weapons to strike their wooden targets in combat drills. While Quattu and its minions destroyed the spears and javelins, they oddly spared the practice weapons and left the metal weapons and armor intact.

Treasure: Quaywright Fishery's armory has 9 longwords and a +1 longword. Likewise, there are 7 suits of chainmail and a suit of +1 leather armor.

G2: Wizard's Quarters and Laboratory

Spattered blood coats large portions of the far wall along with an adjacent bed, ransacked wooden dresser and sundered iron chest. The fully stocked bookshelf and a crowded cabinet filled with beakers, vials, and jars on the near walls as well as a small workbench and hearth in the near corner escaped the struggle unscathed.

The physical evidence confirms Oliver's hired wizard fought to the bitter end within the cramped confines of his quarters. Despite the copious amounts of blood in the confined chamber, the body is nowhere to be found. After the battle ended, Quattu took the wizard's corpse to the processing house, while its minions looted his personal belongings. They neglected to pilfer his extensive supply of spell components and books which remain on the shelf. The clothing and undergarments spilling out of the drawers are stained with blood and riddled with holes from the colony of moths feeding on them.

Although the wizard's body is no longer here, his horrific demise left its lasting impression on his quarters, giving rise to a sinister **haunt**. The haunt terrorizes the entire chamber; characters attempting to recover the laboratory equipment or magical supplies must withstand the frightening encounter with the traumatized soul.

Eaten Alive Haunt: HD 5; HP 34; AC 5[14]; Atk ghostly touch (1d4 plus 1d3 dexterity); Move 9 (fly 12); Save 12; AL C; CL/XP 8/800; **Special:** +1 or better magic weapon to hit, alternate form (ball of light), dexterity damage (touch, *magic jar* at 0), immune to turning, rejuvenation (1d4 days after death), strangle (Lawful possessed victim, 1d4 damage per round). (*The Tome of Horrors Complete* 319)

Treasure: The collection of spell components and equipment functions as an alchemist's laboratory. In addition, four potions — *ethereality*, *frozen concoction*, *invulnerability*, and *treasure finding* — are also on the cabinet. The wizard's library contains an eclectic collection of works from diverse fields of study. There are 16 books worth an average of 2d4gp each.

G3: Barracks

Two beds with ripped sheets and pillows rest against the far wall, while an overturned wooden footlocker lies on the floor at the foot of each bed. The contents of two dressers, including their broken drawers, litter much of the floor.

Two men-at-arms shared each of these rooms. Quattu and the crabmen searched their quarters for valuables, leaving the battered rooms in shambles after their departure. Worthless clothes and sundry items are all that remain in their aftermath.

G4: Commander's Quarters

This bedchamber appears to have once been as luxurious as any found in a country estate. An upholstered chair and candle stand upon a soft carpet that covers much of the floor. A wooden dresser with its two drawers removed stands against the opposite wall. Clothing and other personal effects are strewn about.

Oliver spoiled his commanders with accommodations fit for nobility, though the angry chuul-taen ruined much of the furnishings. Neither commander was present to witness Quattu's rampage, as both died fighting on the wharf in a heroic defense of Oliver and his terrified employees.

Treasure: The gold candle stand, upholstered chair, and carpet are worth 50gp, 75gp, and 100gp respectively.

G5: Common Room

Four painted wooden columns support the ceiling of a large common room. Two tapestries depicting epic sea battles cover the entirety of the far wall and one of the near walls, while another tapestry lies in a heap against the other wall. Two long wooden, overturned tables are positioned between the rear columns. Shards of broken glass and pottery litter the area along with several stray cutlery pieces, gnawed fish bones, and empty mussel shells. The remnants of broken javelins and spears, as well as copious pools of dried blood and several decomposing fingers confirm a desperate battle took place here. An extensive bar on the near wall between two archways still contains an impressive collection of wines and spirits.

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Area L: Living Quarters

These accommodations include comfortable personal quarters in addition to a lounge, dining hall, and a common room.

The two wooden doors on the building's western face are smashed open, allowing some sunlight to pierce the shadows within. The one-story building is made entirely from wood. Its most distinctive feature is a hemispherical addition that extends from the east wall.

The one-story building is made entirely from cypress. The ceilings are 10 feet high. Oil lamp niches appear at 10ft intervals and within each room, but they are all unlit. The assailants smashed every good wooden door in the complex; almost all of the doors, including the two front portals, are ajar. The only exceptions are the two doors leading into **Area L4**.

As is the case of the garrison, intrusive vermin and rodents moved into the unsecured living quarters searching for scraps of food and refuse. While moving through the living quarters, there is a 20% chance the characters encounter one of the following creatures during the course of their exploration. Check once every 10 minutes for encounters.

Living Quarters Wandering Monsters

1d3	Result
1	1d3 rat swarms
2	2d3 giant flies
3	1d3 cockroach swarms

Cockroach Swarm (1d3): HD 3; AC 7[12]; **Atk** swarm (1d6 plus disease); **Move** 9; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** disease (1d3 damage per day, save avoids), immune to all but blunt weapons.

Giant Flies (2d3): HD 3; AC 5[14]; **Atk** bite (1d6); **Move** 12 (fly 24); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** none. (*The Tome of Horrors Complete* 251)

Rat Swarms (1d3): HD 3; AC 7[12]; **Atk** swarm (1d8 plus disease); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** disease (1d4 damage per hour, save resists).

L1: Employee Quarters

The wooden door tenaciously clings to its bent hinges. An overturned dresser with its drawers removed and contents spilt onto the floor rests on the floor adjacent to a ransacked bed stripped of its sheets and nearly reduced to splinters.

During the attack, many of Oliver's workers tried to barricade their doors in a futile attempt to keep the intruders at bay. Their efforts failed. When the characters explore these rooms, there is a 35% chance the occupant died in the room with the attendant bloodstains to show it.

Quattu and its minions removed the mangled corpses and the unfortunate soul's valuables from every chamber, but they occasionally missed a personal memento or a hidden object. There is a 40% chance the occupant left behind one of the items from the following table in his or her personal quarters. (Reroll any result the characters have already encountered.)

The last three surviving guards and a handful of fishery workers waged a furious combat here in a failed effort to beat back Quattu's forces. In a last gamble, they turned the tables on their sides and hurled their remaining ammunition at their armored foes to no avail. Though they ultimately lost the battle, they took consolation in slaying four crabmen. As in previous instances, the enemy removed the corpses from the scene and hauled them to the processing plant.

The characters' more immediate concern is the **ochre jelly** that now lives beneath the tapestry that fell from the wall. The monster moved in shortly after the fishery's demise and subsists on a steady diet of vermin, rodents, and scavengers who wander into its lair. The mindless ooze waits for a target to approach within 10ft of its hiding spot before it emerges from underneath the heavy cloth and lashes out with its pseudopods. The monster fights until destroyed.

Ochre Jelly: HD 6; AC 8[11]; **Atk** acid-laden strike (3d4); **Move** 3; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** lightning divides creature. (*Monstrosities* 353)

Treasure: There are 4 bottles of gin, 3 bottles of absinthe, 2 bottles of brandy and 25 bottles of wine behind the bar with a total value of 450gp. The tapestry that spans the length of the far wall measures almost 40ft in length and weighs 350 lbs., and is worth 250gp. The smaller tapestry is half that size and weight. It is worth 100gp.

G6: Kitchen

Scraps of rotting food, dust, and rust cover a charcoal-filled grill with iron grating and a hardwood cutting surface that also doubles as a storage cabinet for utensils, cookery, crockery, and glassware. Congealed oil and globules of decaying meat float atop the stagnant water in a sink stuffed with unwashed dishes and cutlery. A rusty iron kettle hangs over a stone hearth.

At the height of the fishery's operations, three cooks prepared meals here. The dinnerware, cooking equipment and drinking vessels stored in the island are functional but worthless.

G7: Pantry

Swollen oak barrels and crates line the walls and most of the floor. The reek of rancid fish bombards the senses as entrails and oils ooze from them onto the floor. More disturbing, however, is the presence of a scrawled word written in blood on the wall.

Quattu's unwelcome intrusion prevented the cooking staff from timely preparing the day's catch from the fishpond, thus accounting for the horrible odor wafting out of the barrels. Inside are hundreds of smoked, brined, and salted fish products, along with wilted grains and vegetables.

After slaughtering Oliver's defense force, Quattu himself used human blood to write the word "murderers" in common on the wall to indicate its displeasure with the fishery operation. Deep scratches mar the wall's surface beneath the bloody etching, indicating that the author used a claw or similar instrument to pen the macabre message.

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Living Quarters Contents

1d20 Item Found

- 1 A leather pouch hidden under a loose floorboard contains a pearl worth 100gp.
- 2 A stylus and scrap of parchment stuffed inside a loose sock contains a message written in Common that states, "The walking crabs are here! Their monstrous leader calls us murderers! Why? Gods preserve us."
- 3 The words "Employee of the Month" written in common are etched across the face of a meticulously polished and flattened oyster shell.
- 4 A hollow bedpost conceals a small jar that contains a *potion of heroism*.
- 5 Splotches of glue carefully placed on each of a sheet of vellum's four corners attach it to the bottom of a dresser drawer. This oyster recipe, written in common, is one of Oliver's proprietary signature dishes and a well-kept secret in gastronomic circles. It is worth 250gp in a major city.
- 6 Tucked among worthless scraps of clothing is a silk bodice worth 10gp.
- 7 The attackers failed to spot a bag in the corner containing three rubies worth 25gp each.
- 8 Some creature scrawled a phrase in crabman on the far wall. Written in blood, the ominous warning proclaims, "Death to men for slaughtering our brothers."
- 9 The glint of gold emanates from a small nugget forcibly inserted between two knots in adjacent floorboards. The gold nugget is worth 75gp.
- 10 The faint scent of perfume gently floats in the air. The smell's source is not apparent.
- 11 The upper appendage of a crabman's large pincer lies beneath the bed sheets.
- 12 Someone scratched a message onto the wall with a sharp object. Written in common, the statement reads, "They came from the water. There were so many of them. I know death draws near, but I lived a good life. Tell my wife Janie and my children that I love them." The author was Alpheus Clutterbuck, a human laborer from Zelkor's Ferry.
- 13 Two empty halves of a human skull rest atop the bed with some pieces of blood and tissue still attached. The jaw and teeth are missing.
- 14 The wooden door lies in splinters on the floor. A wooden spear protrudes through a putrid crustacean-like arm. The weapon is firmly embedded into the wall. The appendage belonged to a crabman killed during the fight.
- 15 When a human enters this room, a mouth suddenly appears on the far wall. The booming voice says, "Beware of the crabmen's monstrous leader! Flee here before you face him. The Frog God controls him!" The effect is a *magic mouth* spell cast by the room's novice magic-user who died during the struggle.
- 16 This clever occupant removed the lower part of one bedpost and replaced it with a sturdy ceramic vial that closely resembles a piece of wood. The vial is actually a *potion of slipperiness*.

1d20 Item Found

- 17 Dried blood smeared on the wall vaguely resembles a bloated frog. This represents a crabman's feeble attempt to depict Tsathogga.
- 18 A valiant defender filled a bedsheet with small sundry objects to create a makeshift sap. The jury-rigged weapon lies on the floor.
- 19 Quattu and the crabmen tortured and brutalized Oliver's devoted foreman, Thalius Degeneres. The agonizing ordeal transformed the formerly genial man into a seething pulp filled with hatred. When he finally succumbed, the vengeful spirit arose as a **spectre** that still haunts his bedchamber (see **Spectral Spectacle** below for more details).
- 20 After witnessing the carnage around them, Joy Montez and her sister Lily decided it would be better to take their own lives than face a gruesome demise. The act caused their souls to linger in this place as **2 allips** (see **Suicide Solution** below for more details).

Spectral Spectacle

The ghostly, translucent outline of a badly beaten, burly man suddenly materializes from the furniture. His swollen face is twisted into a grotesque visage burning with unbridled wrath.

Thalius, the **spectre**, may converse with the characters if they ask him about the circumstances surrounding his murder. Though he continues his attack, he tells the characters that crabmen and a much-larger lobster-like creature with writhing tentacles on its face killed him. He describes the latter as the group's leader. Thalius's description of Quattu is vague. The spectre has nothing else of value other than his important clue.

Spectre: HD 6; HP 45; AC 2[17]; **Atk** touch (1d8 plus level drain); **Move** 15 (fly 30); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** +1 or better weapon to hit, level drain (2 levels with hit).

Suicide Solution

Two wisps of roiling shadows emerge from the darkness. Gibbering words drip from them as sinister claws manifest from pure nothingness.

Consumed with madness, the **2 allips** babble incessantly throughout the combat, attacking the nearest creature. Unlike Thalius, the insane sisters are too deranged to convey any details about their deaths or the fishery's final moments. The vengeful spirits continue to fight until destroyed.

Allips (2): HD 4; HP 29, 25; AC 5[14]; **Atk** strike (no damage, 1d4 points of wisdom lost); **Move** 6 (fly); **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** +1 or better or silver weapons to hit, drains wisdom (1d4 points with strike), hypnosis (as *suggestion* spell). (**Monstrosities** 10)

L2: Lounge

Splintered barstools and broken bottles litter the floor. Two wooden bars span roughly half the length of the near walls, while the six seats that surrounded each lie in ruins. Two overturned upholstered chairs and a sofa arranged in a

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defensive posture occupy the far end of the chamber. Only a single bottle rests within the slots of an expansive wine rack adjacent to the far wall. Pools of dried blood and shards of broken glass almost completely cover the entire floor.

Those who fled from their rooms attempted to rally in the lounge, where they hurled bottles and furniture at their attackers. In the aftermath of the battle, the sharp, jagged glass strewn throughout the room makes it difficult to walk through here without getting cut (30% chance per 10ft, 1 point of damage). Marks on the floor indicate that at least some of the victims were dragged into the adjoining chamber. The wooden door connecting this room to **Area L4** is jammed shut from this side.

Treasure: The lone bottle of red wine on the rack is worth 5gp.

L3: Mess Hall

Plates, utensils, crockery, and ceramic drinking vessels cover two tables surrounded by ten chairs apiece. Mussel and oyster shells along with fruit rinds and bowls of water sit upon another table at the far end of the dining hall. In contrast to the rest of the building, the furniture here is remarkably undisturbed.

Because the mess hall served meals at scheduled times throughout the day, no one was here or fell back to this location when the attack occurred. Since the assault 10 weeks ago, the food already on the table in preparation for the workers' arrival has spoiled or fallen prey to the numerous scavengers roaming through the building. Likewise, the dinnerware on the tables shows signs of extensive use and marginal cleaning, rendering it worthless. The fact that someone jammed shut the door to the adjoining room is the only indication anyone set foot in the room since the carnage began.

L4: Common Room

The doors to this room have been jammed shut.

The overpowering stench of decay saturates the stale air. The sickening odor comes from three heaps of festering entrails and decomposing flesh. A nearly intact humanoid skeleton accompanies each of these ghastly piles of rotting organs and offal. The bodily materials' apparent sources are three shambling humanoid abominations molded from muscle, sinew and loose patches of excess skin. The crushed and nearly pulverized remains of four crustacean-like humanoids lie propped up against the curving far wall, which also supports an extensive library of books resting upon two sets of shelves. A pair of easels stands between the shelves, while two thin palettes covered in dried paint sit upon a pedestal between the two wooden frames. Chess pieces carved from stone and bone are scattered about the floor near two tables whose surfaces bear black-and-white chessboards along with two small chairs tucked neatly beneath them. Six chairs surround two wooden tables in the near corners.

Quattu and the crabmen deliberately jammed the doors in order to prevent the **3 human meat puppets** they inadvertently created from escaping their confines. During the struggle, Quattu ordered the crabmen to subject three of the facility's fish processors to the horrific fate of being gutted and filleted alive. Unbeknownst to the chuul-ttaen, the revelry of carnage infused the boneless corpses with the necromantic energy that suffuses the marshlands here and animated them as revolting undead creatures. Every time the crabmen beat the monsters into submission, they mysteriously regenerated and continued the fight anew. The now-fearful

chuul-ttaen hastily jammed the doors shut, leaving four of its minions alone with the relentless killers.

Humanoid Meat Puppets (3): HD 4; HP 30, 27, 25; AC 7[12]; **Atk** slam (1d6 plus throttle); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** fleshknit (regenerate 1hp/round), resists slashing and piercing weapons (50%), throttle (automatic 1d6 damage, save avoids). (*Tome of Horrors* 4 146)

Treasure: The common room's two handcrafted chess sets feature pieces carved from onyx and bone. Though it takes some searching to find all the pieces, each set is worth 150gp. The palettes, paints, art equipment, and easels are worth a total of 50gp. The library's books include a wide range of topics ranging from the fantastical to the mundane. Of the 108 books in the collection, only 4 are worth much. These include *A History of Tsar*, *Marvels of Akados*, *Tales of Broadaxe the Adventurer*, and the extremely rare poetry work *Woes of Suqri*. The preceding books are worth 25gp, 35gp, 5gp, and 300gp, respectively. The remaining books each have a value of 1d4+2sp.

Area Q: Quaywright Processing House

In the aftermath of the epic struggle, the chuul-ttaen quickly set about the task of transforming the shellfish processing plant into a humanoid slaughterhouse.

Stone walls rise from the marsh, giving shape to an immense structure. Two conveyer belts stretching from the river to the south wall grant entry to the building. These crawlspaces flank a large wooden door in the center of the building's south face. A stone plaque hung above the door bore the inscription, "Quaywright Fishery." However, deep gouges and scratches have nearly removed the word "Fishery," while adding the word "Mannery" beside the original moniker. The building consists of two stories, though the upper floor appears to be substantially smaller than the lower floor. In addition, large portions of the first floor's roof are shaped like giant cisterns. A chimney built into the roof still belches out foul-smelling smoke.

The obvious entrances into the processing house are the front door and the two conveyor belts, which are described in **Area F7**. A tiny 3in-diameter chimney on the first-floor roof opens into **Area Q2**, but is likely too small for characters to shimmy through it. Likewise, trying to access the main processing building through the plumbing pipes connecting the rooftop cisterns filled with water in addition to circumventing the watertight shutoff valves inside the piping.

Quattu's lackeys toiling inside the building do not lock or otherwise secure the 10ft-wide front door, though the weather conditions and humidity frequently cause the door to swell. It takes some effort to force the portal open (Open Doors -2). Doors encountered in the first floor's interior share the same statistics as the front door, though they are only 5ft wide rather than 10ft wide.

Quaywright Fishery differs from the outlying buildings in several important aspects. The ceilings here are 15ft high on the first floor, and 10ft high on the second floor. Likewise, torch sconces embedded into the walls are unused or unlit. Open flames are the only light sources within the structure. The processing plant emphasizes efficiency and ease of access; hence, most chambers connect to adjoining rooms and corridors through archways rather than doors. This open design allows creatures from adjacent and nearby chambers to hear and possibly even see a commotion taking place near their location. Therefore, a small combat can escalate into a wild melee within the span of a few rounds as reinforcements steadily join the fray. It is crucial that the Referee become familiar with the first-floor layout in order to determine how the chuul-ttaen's defenders react to the characters' intrusion into Quattu's stronghold. Most creatures

QUESTS OF DOOM 4

simply wade into battle alongside their counterparts, but a few clever adversaries may attempt to gather allies and muster a sizable force to fight back against the trespassers. On the other hand, the organized activity within the building coupled with the lack of easily accessible entrances keeps vermin and rodents at bay.

Q1: Processing Room

The powerful smell of shellfish instantly bombards the senses. The two gaps in the wall adjacent to the conveyor belts spill into a roughly triangular-shaped receptacle in close proximity to several long, metallic workstations. Two stations parallel the west wall. Scrubbing implements rest atop one station, while water slowly drips onto its surface from eight overhanging brass pipes attached to the ceiling before disappearing beneath metallic mesh built into the surface. Two large, bipedal humanoids with crab-like heads labor at the task of scrubbing flesh and hair from four humanoid skulls. The neighboring workstation also has the same overhead brass pipes and mesh surface, but it has flat, stubby knives sitting on it instead of scrubbing implements. In addition, the workstation slopes from south to north at a 10-degree angle. The workstations on the opposite side of the chamber mirror these with the scrubbing station positioned closest to the south wall and its counterpart 10 feet away from it. A lengthy utility station is also near the entrance, and another station farther away is covered with discarded, oval black shells. Two enormous toads rest in two of the three 4-wheeled carts scattered throughout the area. Their membranous wings, mauve skin and bright, shining eyes immediately reveal that these are not ordinary animals.

Oysters traveled up the western conveyor belt, where they were collected and first deposited on the scrubbing station. There, employees cleaned their shells and passed them on to the next station where expert workers carefully shucked the delicate animal. Mussels rolled up the eastern conveyor belt where they underwent a similar cleaning and shelling procedure. Employees then used the handcarts to move the product to the next stage of processing. Rainwater from the roof cisterns provides the water needed to clean and rinse the shells of any unwanted debris. The water then drains through the metallic mesh and into the ground beneath the floor. Rotating a small nozzle at the end of the tube in a counterclockwise direction opens the spigot, and twisting it in a clockwise direction cuts off the water supply. Quattu shut down the fishery and converted it to a humanoid abattoir as evidenced by the **2 crabmen** scrubbing flesh and hair from the heads of four men their colleagues captured from a foolhardy hunting expedition several days earlier. The skulls are human. When the crabmen notice the intrusion, they immediately drop the skulls and rush into combat, rousing the **2 giant toads** from their catnaps. A combat that lasts 2 rounds or less does not attract any attention from nearby colleagues as they attribute the ruckus to the crabmen's clumsiness. However, if the combat continues or spills into a neighboring chamber, the occupants therein react accordingly.

Crabmen (2): HD 3; HP 21, 20; AC 3[16]; Atk 2 claws (1d6); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 111)

Giant Toads (2): HD 3; HP 22, 19; AC 6[13]; Atk bite (1d8); Move 6 (hop 30ft); Save 14; AL N; CL/XP 3/60; **Special:** hop (30ft). (*Monstrosities* 475)

Q2: Smoking/Brining Room

Aromatic smoke rises from three stone pits filled with smoldering wood. The smoke rises into a pyramid-shaped hood and then departs the room through a tiny vent in the ceiling. An iron grillwork is positioned several feet above the smoldering wood, supported in place by four 5-foot stone columns. Fat periodically sizzles and drips from four hunks of meat slowly cooking atop the grill. Several large planks of wood piled into the far corner are next to another mound of smaller wood chips. Something bobs and floats near the watery surface of two wide, oak barrels against the near wall.

In order to facilitate the smoking process, the crabmen keep the door closed at all times. The smoke is not dense enough to impair breathing or vision, but it is warm enough to increase the temperature within the chamber to just under 140° F, making a prolonged stay here very uncomfortable. In addition, the hot stone surface deals 1d3 points of fire damage each round to anyone touching it. The slabs of meat cooking atop this material are deboned and strange to look upon. Any character examining the meat confirms the obvious — they are the torsos of four human males. Likewise, the deboned limbs of these same four individuals soak in the brine barrels.

Q3: Workshop

Dozens of tools of varying shapes, sizes, and conditions rest upon the shelves lining the walls. A pair of workbenches that also double as sawhorses represents the only freestanding pieces of equipment here.

The workshop boasts a complete selection of tools for a variety of trades. Oliver's workers used these objects to repair the fishery buildings, build barrels and packing crates, create shipping labels, and perform countless other functions throughout the facility.

Q4: Salt Depository

A mound of salt that reaches a maximum height of 8 feet almost entirely fills this oddly shaped niche.

Oliver's workers piled salt into this closet for later usage in the brining process. It has no special properties and its exposure to air and moisture has made it worthless as a commodity.

Q5: Boiling Room

Steam pours out of two of three 6-foot-high metal vats. Two iron ladders are built into the opposing sides of each vat. Two bulbous, massive frogs with blackish-green skin bask in the warmth generated by the bubbling cauldrons. The 12-foot-long beasts constantly ooze milky-white slime from their skin, while a spark of intelligence glistens in their glowing red eyes. A vent opens into the ceiling.

The fishery's architects used buried coal ovens to fuel these enormous cooking vats. The vent pipe does not lead outside. Oliver's engineers used the escaping steam and heat to warm the water stores upstairs.

When the fishery was operational, workers used these enormous vats to boil spare oysters and mussels for broths and stews. Quattu and its

FISHERS OF MEN

minions use the scalding water to strip the flesh from humanoid ribcages and vertebrae, as demonstrated by the fact that two sets of human remains roil in each of the boiling baths. The temperature in the remaining vat is uncomfortable, but not hot enough to inflict damage. This balmy bath makes for a refreshing bath for the **2 crabmen** asleep inside it. Meanwhile outside, **2 giant dire abyssal frogs** soak in the invigorating vapors. Quattu's grudging allegiance to Tsathogga inspired the extraplanar pair to partake in the ghastly festivities as well.

They immediately react to the sight of intruders by attempting to knock over at least one of the vats and deluge their enemies with boiling water. The water deals 3d6 points of fire damage to any creature or object in its path.

Crabmen (2): HD 3; HP 23, 20; AC 3[16]; Atk 2 claws (1d6); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; **Special:** none. (**Monstrosities** 111) **Giant Abyssal Dire Frog (2):** HD 6; HP 44, 40; AC 2[17]; Atk tongue (grapple), bite (2d6); Move 12 (swim 15); Save 11; AL C; CL/XP 9/1100; **Special:** +1 or better magic weapon to hit, grapple (-2 Open Doors check to escape, automatic bite damage), leap (30ft), magic resistance (10%), resistances (cold, fire) (50%), smite Lawful (1/day, additional 6 points damage), swallow whole (natural 20 to hit, automatic 1d6 damage per round). (**The Tome of Horrors Complete** 256)

Q6: Mussel Packaging Room

Four long, metal workstations are scattered throughout a spacious area. Eight scales rest upon the benches, along with spools of twine and hempen bags. There is a 4-wheeled handcart between two of the workstations.

The fishery's workers measured and weighed the mussels on the scales before packing them into bags and sealing them with the twine. The packing room is otherwise empty.

Q7: Fish Processing Center

An immense wood-burning oven behind a carving station stands cold and idle. An opening in the ceiling above the oven vents excess heat out of the room.

There **4 crabmen** working at the station remove the entrails from the unfortunate victims their tribe captured a few days earlier. They immediately react to any intrusion or the telltale sights and sounds of a scuffle in an adjacent chamber. They drop their small filleting knives and race to the scene to aid their brethren.

The grates at the foot of the filleting station open into a narrow sluice that the fishery's engineers designed for the purpose of flushing unwanted garbage out of the facility. The vent above the oven connects with the pipe from **Area Q5**, where the heat warms the water supply on the second-story roof.

Crabmen (4): HD 3; HP 22, 19x2, 17; AC 3[16]; Atk 2 claws (1d6); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; **Special:** none. (**Monstrosities** 111)

Q8: Metal Shop

Soot stains the far wall and ceiling in close proximity to a small cast iron forge and anvil that are next to a tool bench covered with metalworking equipment. Several stacks of pig iron rest upon the floor near the anvil.

The fishery's ironworkers and carpenters made wooden crates, barrels, and tools. There are 504 lbs. of pig iron on the floor.

Q9: Packing Room

There are ten large, wooden shipping crates spread throughout the room in five rows of two apiece. Unsettling thumping sounds emanate from inside at least two of the packing containers. Nine of the crates are tightly closed, but one is a battered skeleton of its former self as large parts of it were reduced to splinters. In addition, four of the crates have a tube connected to a water bottle delicately threaded through the crate's lid. Four small frogs with sharp claws scurry about the room. Two sets of steep stairs ascend to a landing on the second floor.

The chuul-ttaen subjected the five plumpest human captives to the horrific fate of sealing them alive within the packing crates. Much to Quattu's chagrin and the crabmen's terror, the first crate unsealed three days ago created a frightful ghost who slew a crabman before the disappointed aberration personally destroyed it. Unnerved by the unexpected outcome, the crabmen refused to stay in the room, and instead delegated the frightening assignment to the oblivious **4 killer frogs** that now dwell here. Though the animals lack sentience, their instincts and keen sense of smell tell them to steer clear of the two crates closest to the southeast corner of the room. The foul stench and thumping sounds emanating from inside these containers are telltale signs the two former occupants also underwent the hideous transformation into **2 ghosts**. They ferociously pound on the shipping crates in a desperate bid to escape. Alternatively, the ghosts may burst out of the crate if they hear others in the room. When freed, they immediately attack the closest humanoid and continue fighting until they slay every humanoid in sight or the characters destroy them.

Meanwhile, two emaciated, nearly catatonic men reside within the two crates closest to the northern wall. If the characters liberate them, the weak and traumatized victim greets the characters with a vacant stare. Scabrous wounds and bloody ooze cover their biceps and forearms, as the starving humans literally ate their own flesh to stay alive. The harried victims, **Abraham Tapol** (Lawful male human expert 4) and **Simon Thalgrond** (Neutral male human commoner 3) suffer from ghoul fever and require extensive rest and a *cure disease* spell or similar magic to bring them back to responsiveness. Still, the ordeal's effect on their minds is so potent that both victims remember nothing about the initial attack or the complex itself. They can only confirm that a hideous lobster-man imprisoned them within the crates.

The stairs against the north wall lead to the second-floor landing designated as **Area Q11** on the map of that particular floor.

Ghosts (2): HD 4; HP 29, 23; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** stench (10ft, -2 to hit, save avoids), paralyzing touch (3d6 turns, save avoids). (**Monstrosities** 189)

Giant Killer Frogs (4): HD 1+4; HP 11, 10, 9x2; AC 7[12]; Atk 2 claws (1d2), bite (1d4+1); Move 3 (leap 15); Save 17; AL N; CL/XP 2/30; **Special:** leap. (**Monstrosities** 180)

Q10: Cold Storage

Billowing clouds of chilly condensation instantly pour out of the door when it opens. Strangely, ice and frost coat the surfaces of eleven neatly arranged and closed shipping crates. In an even odder twist, three men dressed in loose-fitting skins and furs are chained to separate walls. Each wears a leather patch over one eye and has stringy, filthy hair.

Q13: Converted Shrine

The **3 frost men** shackled to the walls account for the storage room's unnaturally cold climate. The arctic-dwelling humanoids emit an aura of cold out to 30ft, thus Oliver positioned each of his unwilling slaves at precise locations, so they could keep the entire room at a constant temperature of just above freezing. He purchased these creatures from the slave pens of the north so they would radiate cold to preserve his food products.

Despite its hatred of humanoids, Quattu spared the frost men's lives. Indeed, Quattu even directs its crabmen underlings to provide food and water regularly to the prisoners while deliberating its ultimate plans regarding the cold-storage room. Meanwhile, the bitter captives long for the chance to return home to the mountains of the Northlands. Naturally, they hold a deep-seated grudge against the people who initially captured and restrained them, so they treat humans and their kind with great disdain. Still, they harbor no love for the chuul-ttaen and its minions either. For their part, the frost men demand the characters immediately free them, though they can offer the adventurers nothing in return. They refuse to fight against the aberration and its cronies, and they can offer no useful information about Quattu or the complex in general. The unarmed humanoids' only bargaining chip is their ability to generate an ice blast that deals cold damage. If the characters ignore their pleas, the closest frost man unleashes an ice blast at the ceiling as a warning. Characters who opt to free them must overcome their manacles. In this case, the ungrateful frost men hastily leave the complex on their quest back to the Northlands. Characters who do not heed the frost men's warning discover that their bark is worse than their bite. They realize they cannot escape without outside intervention, so killing their only hope for freedom is intrinsically counterproductive. Rather than fight, they resort to begging and pleading for their lives.

Quattu's uncertainty regarding the cold-storage room's fate becomes readily apparent if the characters unseal the packing crates, which have the same game statistics as those encountered in **Area Q9**. Instead of finding chilled oysters, mussels and fish fillets, the heroes discover refrigerated and raw humanoid ears, noses, feet, and hands inside of four shipping containers. The other seven containers are empty.

Frost Men (3): HD 4; HP 24, 19, 16; AC 4[15]; Atk weapon (1d8); Move 12; Save 13; AL C; CL/XP 6/400; **Special:** ice blast (3/day, 30ft cone, 3d6 cold damage, save for half), immune to cold, vulnerable to fire (200%). (*The Tome of Horrors Complete* 257)

Q11: Landing Corridor

The landing opens into a 25-foot-long corridor. Five wooden doors line the entire length of the east wall as opposed to the lone door on the west wall.

The simple wooden doors on the east wall open into the privies (**Area Q12**), while the good wooden door on the west wall leads into Oliver's old meeting room (**Area Q13**).

Q12: Privy

A tiny stool rests in front of an elevated seat with a hole cut into the center of it. A copper pipe built into the opposite wall swivels so it can be positioned against the wall or directly over the cavity in the seat.

These privies are akin to a modern water closet. Water collected in roof cisterns flows through the pipe to flush any refuse down a drain through the floor and out to the exterior wall.

A child-like scrawl clearly written in blood covers most of the entire far wall, presumably replacing a crumpled, stained tapestry that now rests on the floor in the far corner. The other artworks scattered throughout the room fared no better as two exquisite oil paintings of marsh landscapes and a bronze statue of a beautiful woman emerging from a clamshell appear to have been deliberately damaged. Twelve glass bottles are visible inside a liquor cabinet in the near corner. A sofa, two chairs, and an upholstered divan placed atop a thick carpet around a carved oval table. The revolting sight and smell of a partially mummified and vivisectioned human corpse lying upon the table overshadows everything else in the room. To make matters worse, two clouds of sickly, green mist contort into demonic faces that hover above the grisly scene.

Quattu and the crabmen transformed Oliver's former meeting room into a gruesome display worthy of Tsathogga. The chuul-ttaen's depraved acts captured the attention of at least one of the Abyss' malevolent denizens, as the wicked entity dispatched **2 demonic mists** and 2 malcarnae (see **Area Q16**) to the site of the brutal crimes. When living creatures first encounter the mists in this shrine, they attempt to batter the mind of a non-spellcaster foe with their psychic crush ability. They bombard characters with mental messages about Tsathogga's thirst for carnage and Quattu's hatred for humanity. When faced with imminent defeat, the creatures slip through the western door and join Quattu in **Area Q16**.

The poor soul literally laid bare on what is now an examining table is none other than Oliver Quaywright. Unfortunately, the Quattu decapitated the renowned chef and removed most of his internal organs, making it impossible to identify his decaying, mangled remains. The eviscerated body is not the only disturbing image in the meeting room. The graphic, bloody message covering the entirety of the western wall is written in inexpert common. Quattu wrote the rambling message within hours of its violent takeover. It reads as follows:

"Manling meat for harvesting. Vengeance is ours. Death to humans!"

Demonic Mists (2): HD 5; AC 3[16]; Atk touch (3d6); Move 0 (fly 18); Save 12; AL C; CL/XP 10/1400; **Special:** +1 or better magic weapon to hit, gaseous, immune to acid and cold, magic resistance (30%), magical abilities, psychic crush (3/day, 40ft radius, 2d6 damage, save avoids), resist fire, vulnerable to wind. (*Tome of Horrors 4* 54)

Magical abilities: at will—*detect magic*; 1/day—*confusion, fear*.

Treasure: During his eventful lifetime, Oliver Quaywright amassed a collection of artistic pieces that the envious abrikandilu demons intentionally destroyed including the two oil paintings and tapestry. The bronze statue depicts Freya, the goddess of love and fertility. It is now worth only 10gp for scrap metal. Blood now stains the once-grand carpet, slashing its worth to 25gp from 150gp. The large furnishings, including the sofa, divan, and two chairs, are worth 150gp, 250gp and 50gp each. The last treasure trove is Oliver's personal collection of fine liquors. In all, the twelve bottles of spirits are worth 150gp.

Q14: Quaywright's Office

Two bookshelves nearly span the entire length of two walls in this spacious office. A massive, cypress desk adorned with carvings of mussels, oysters and fish occupies the center of the room. Two golden candleholders shaped into the likeness of a ship's mast flank the oversized desk. An upholstered wooden chair with arms resembling writhing eels faces two smaller, less-exceptional chairs on the opposite side. Two large, crab-like humanoids sharing a pair of spectacles stand over the desk and pour through weathered ledger pages in two enormous journals.

With Quaywright Fishery firmly under its control, Quattu now considers also taking out its revenge against Oliver's largest shipping clients. The **2 crabmen** thumbing through the fishery's financial records meticulously search for the names and locations of the individuals and businesses that made bulk purchases. Eager to prove their worth to their chuul-ttaen overlord, the two brutes charge headlong into battle. As noted in **Area Q13**, the demonic mists completely bypass the crabmen and pass through the secret entrance into Quattu's personal abode.

A cursory review of the books and records on the desk confirm they detail the fishery's financial transactions since its inception several years earlier. Oliver made a fortune with his specialty seafood trade. The desk has a single drawer containing parchment, quills, and vials of ink. Unlike the two ledgers on the desk, the tomes and volumes occupying the bookshelves contain no accounting entries or other business-related information. Instead, they proudly display Oliver's eclectic tastes in fiction, knowledge, and the culinary arts. One particular book stands out from all others. The unique work titled *Recipes* contains all of Oliver's trademark cooking techniques, making it extremely valuable in the culinary world.

Oliver concealed the entrance to his private chambers behind the western bookshelf. In classic fashion, the secret door opens when someone pushes a specific book, *Folklore of Akados*, into the back wall. Locating the door itself is much easier than finding the mechanism to open it.

Crabmen (2): HD 3; HP 21, 19; AC 3[16]; Atk 2 claws (1d6); Move 12 (swim 9); Save 14; AL N; CL/XP 3/60; **Special:** none. (**Monstrosities** 111) **Treasure:** The crabmen carry four pearls worth 100gp each. There are 128 books on the shelves worth a total of 500gp. The unique work *Recipes* is worth 2500gp.

Q15: Guest Quarters

This roughly oblong bedchamber contains a luxurious four-poster bed against the far wall, a dresser, a shattered silver mirror and marble bathing vessel.

Oliver's guest quarters are the envy of any renowned inn. Originally built to serve as his personal quarters, the chef later decided to reserve this room for guests and also to give would-be thieves the impression they found his personal quarters. To further this ruse, he stuffed the dresser's two drawers with magnificent clothing articles. Otherwise, nothing significant is in this bedchamber.

Treasure: The dresser contains the equivalent of three noble's outfits and one royal outfit. The bed's luxurious linen sheets are worth 10gp. The broken silver mirror, smashed by the two demons, weighs 30 pounds and is worth 2gp for scrap metal. Likewise, the extremely heavy marble bathing vessel weighs 200 lbs., and is worth 250gp.

Q16: Quattu's Quarters

A singular flame dancing in the near corner's hearth illuminates the room in light and shadow. Two upholstered chairs, placed at the edge of a massive fur rug covering most of the floor, face each other in front of the stone fireplace. A bronze standing mirror facing backward occupies the opposing near corner next to a cypress armoire. The walls are undecorated save for a shredded oil painting of a vast marsh bathed in the sun's dying rays. The breathtaking scene fails to match the wonder of an extraordinary alabaster bathtub shaped into the likeness of an oyster shell. A valve built into the ceiling above the receptacle presumably provides its water supply. In similar fashion, the neighboring bed resembles a mussel shell with luxurious pillows and silk sheets. A pile of items in the far corner includes a sword, shield, and crown, along with an assortment of coins and other small objects. An iron chest a few feet away from the treasures is left out in the open.

If Quattu expects the characters' arrival, the outraged **chuul-ttaen** is awkwardly relaxing in the alabaster tub, while the **2 malcarnae** stand near the entrance, vigorously debating their shared dislike of art. Any demonic mist that retreated here from **Area Q13** currently hides underneath the rug, waiting to emerge when the characters make their entrance. Quattu takes advantage of Oliver's mistrust of others with a wicked trap installed in the frame of the secret door that can be activated by a conspicuous switch on the wall just behind the bathtub or one behind his bed. When the characters enter the room, Quattu flips this switch to trigger the **azure lily pollen trap**. Any character within 10ft of the secret door must make a saving throw or inhale the poison. Characters failing the saving throw are paralyzed for 2d4 hours.

The alabaster tub is an artistic wonder. The valve built into the ceiling above it connects to the roof cistern above the privy that provides its water supply. The escaped heat from **Areas Q5** and **Area Q7** warm the bathwater. If the characters examine the oyster-shaped tub, they find a drain on the bottom that connects to the privy pipes from **Area Q12**. More distressingly, they discover a glass bowl filled with brine that contains a severed human head. The head belongs to Oliver Quaywright, thus confirming his tragic fate. A hearth lights part of the room, though the magical fire emits no heat.

The wily and slightly paranoid Oliver built the iron chest as a decoy to slay unwelcome intruders. He actually used the unlocked chest as a stepping stool to reach his hidden treasure vault concealed within the ceiling. A character who attempts to flip open the iron chest encounters a nasty surprise as a poison cloud sprays out in a 20ft radius around the chest. Anyone caught in the cloud must make a saving throw or take 2d4 points of damage for 1d4 rounds as they gasp and choke.

Quattu, Chuul-Ttaen (Newly Manifested): HD 9; AC 1[18]; Atk 2 claws (2d6 plus grab); Move 12 (swim 9); Save 6; AL C; CL/XP 13/2300; **Special:** constrict (if 2 claws hit, automatic 1d8 damage), darkvision camouflage (invisible in darkness to darkvision), darkvision (60ft radius), larvae spray (1/week, 1d8 damage, save or larvae implanted, death in 10 days), paralytic tentacles (6 rounds, save avoids), poison, vulnerable to light (-2 to hit). (**Tome of Horrors 4** 35) **Malcarnae (2):** HD 5; HP 37, 33; AC 3[16]; Atk tail (1d8) and up to 3 longwords (1d8); Move 12; Save 12; AL C; CL/XP 8/800; **Special:** +1 magic or silver weapons to hit, magic resistance (25%). (**Monstrosities** 313)

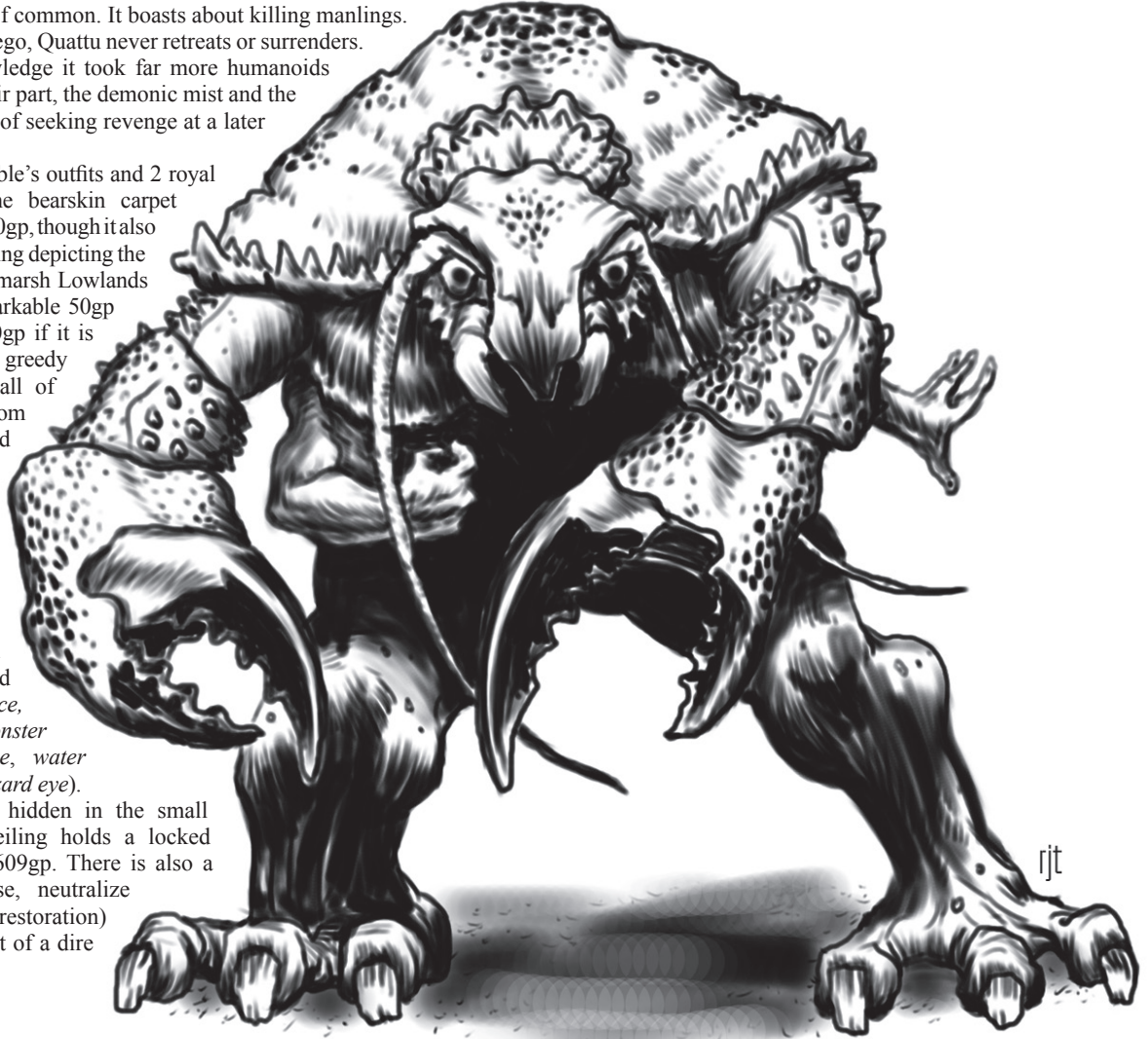
Tactics: The malcarnae try to fight in the doorway. The destructive creatures deliberately shattered the mirror and positioned it so the reflective surface faces the corner. The vandals also shredded the painting, but Quattu forbade them from damaging the alabaster tub. If the characters confront them with any object that captures their reflection, the impulsive demons feel an irresistible compulsion to destroy the mirror above all else.

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Throughout the battle, the loathsome aberration taunts the characters in its odd, burbling dialect of common. It boasts about killing manlings. Despite its intelligence and ego, Quattu never retreats or surrenders. It dies content in the knowledge it took far more humanoids with him into death. For their part, the demonic mist and the malcarnae flee in the hopes of seeking revenge at a later time if Quattu falls.

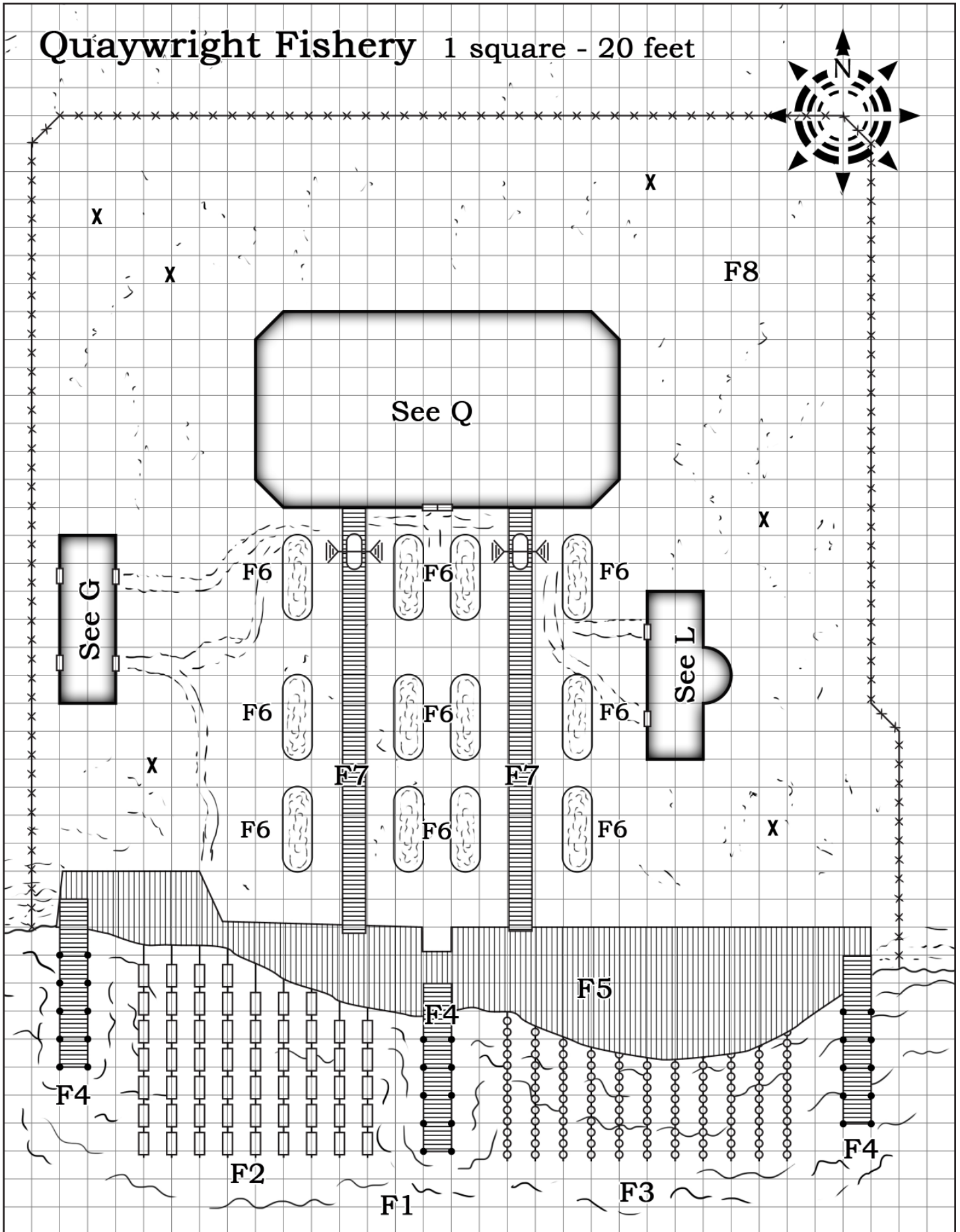
Treasure: There are 6 noble's outfits and 2 royal outfits in the armoire. The bearskin carpet covering the floor is worth 150gp, though it also weighs 200 lbs. The oil painting depicting the sun setting over the Dragonmarsh Lowlands is a rare work worth a remarkable 50gp in its mutilated state or 500gp if it is somehow restored. The greedy chuul-ttaen then piled up all of the treasures it stole from the fishery's defenders and others in the corner. These items include 654gp, 4 rubies worth 250gp each, 6 pearls worth 100gp each, and 22 agates worth 10gp each. There are also a *+1 longsword*, a *+1 steel shield*, a *helm of fiery brilliance*, a *wand of slow* (5 charges) and 2 arcane scrolls (*clairaudience*, *clairvoyance*, *knock*, and *monster summoning II*) and (*haste*, *water breathing*, *ice storm*, and *wizard eye*).

Oliver's personal cache hidden in the small secret niche within the ceiling holds a locked iron coffer that contains 2609gp. There is also a divine scroll (cure disease, neutralize poison, remove curse and restoration) that Oliver kept in the event of a dire emergency.



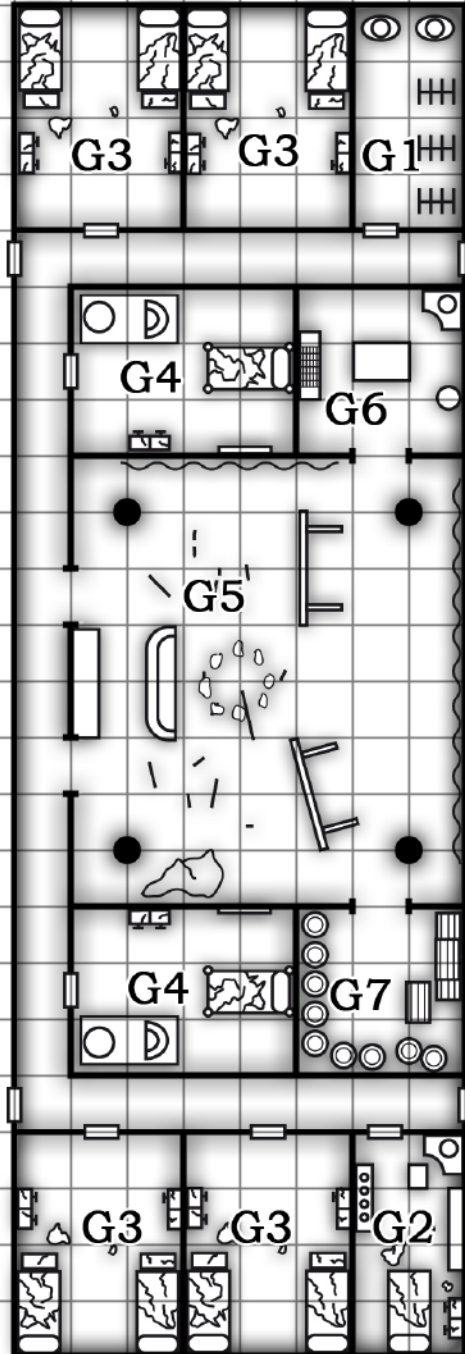
Concluding the Adventure

With Oliver Quaywright permanently out of the picture, the fishery bearing his name falls into ruin as the creeping vegetation and wildlife surrounding it steadily reclaim the territory it ceded to the ambitious chef. Of course, if someone steps into his place, the formerly thriving business can be made operational once more with committed restoration. Nonetheless, several threats still loom on the horizon. Tsathogga's cultists still control their forsaken cloister no more than a day's travel from the fishery. Deprived of an excellent opportunity to spread their influence throughout the region, the god's mad devotees may seek vengeance at a later time. Likewise, other savage monsters may also set their sights on the humanoid enclave, though likely for different, more banal reasons than the demented chuul-ttaen who inflicted so much carnage over the area.



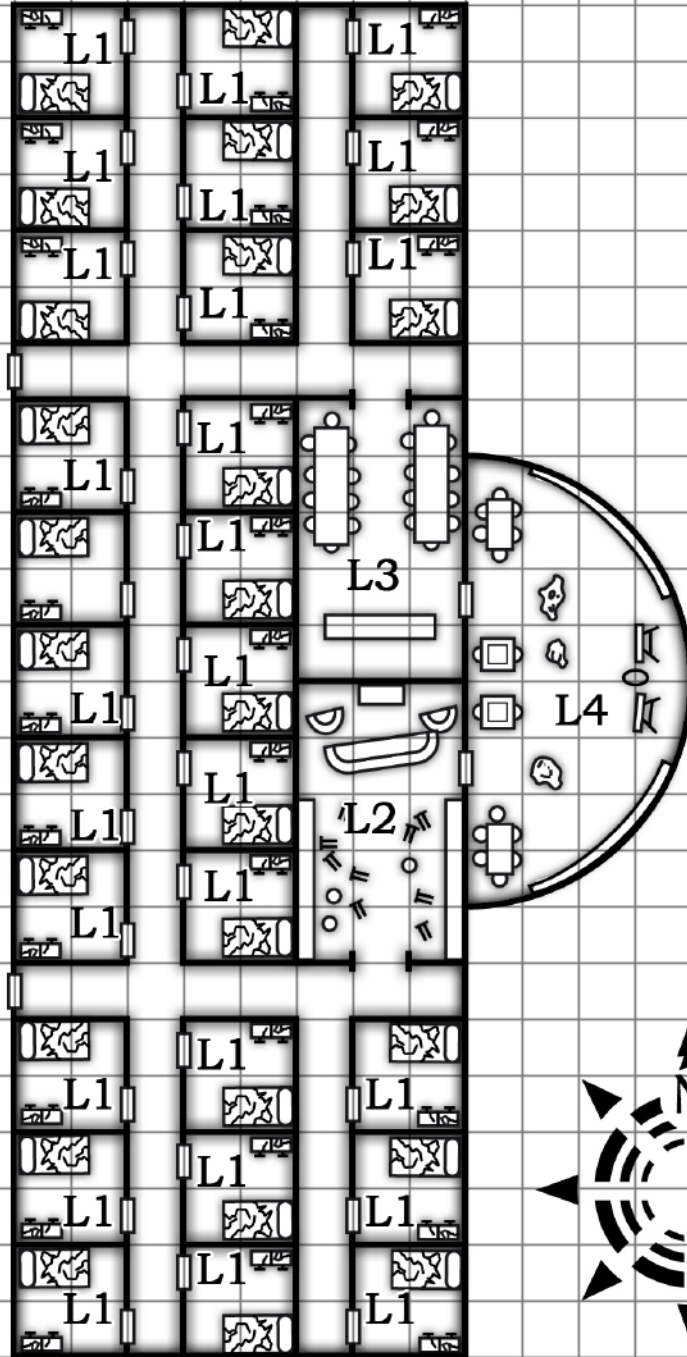
Garrison

1 square - 5 feet



Living Quarters

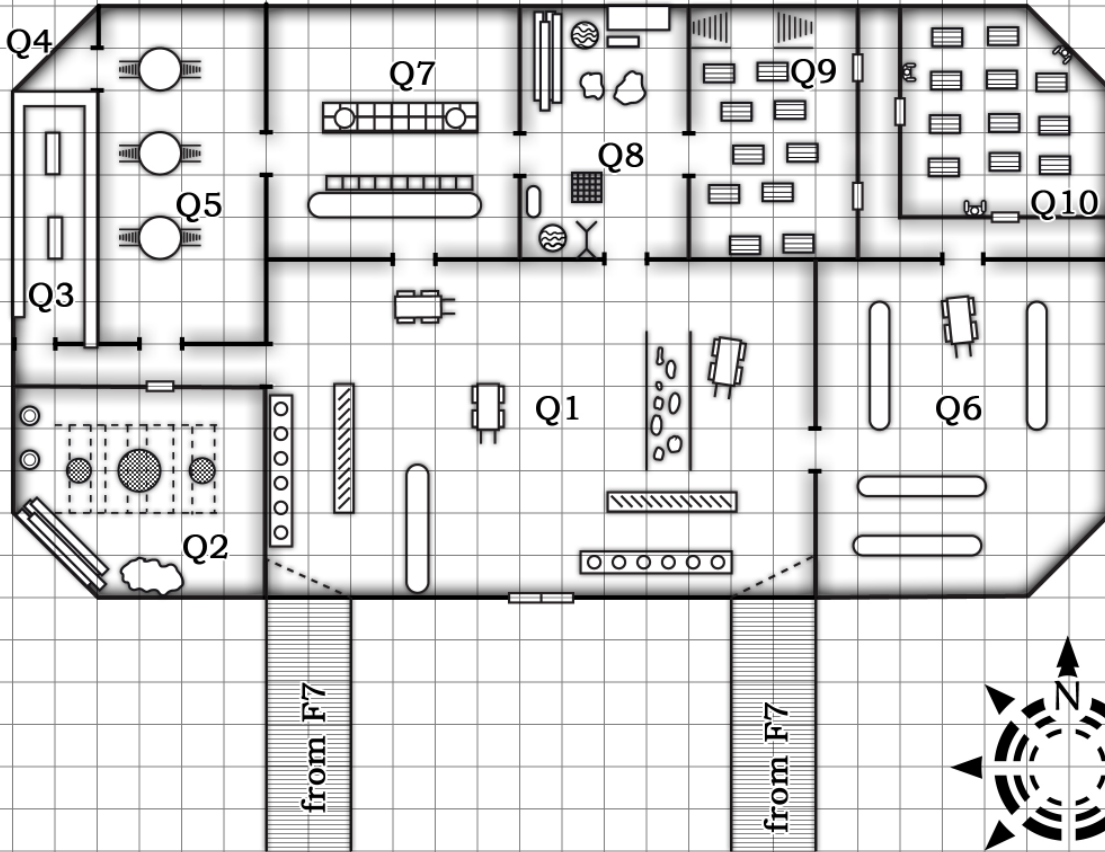
1 square - 5 feet



Quaywright Fishery Processing Plant

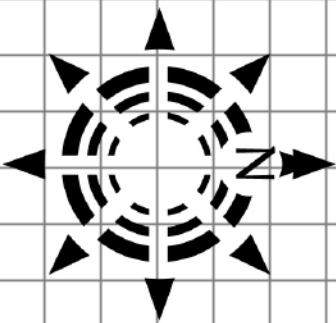
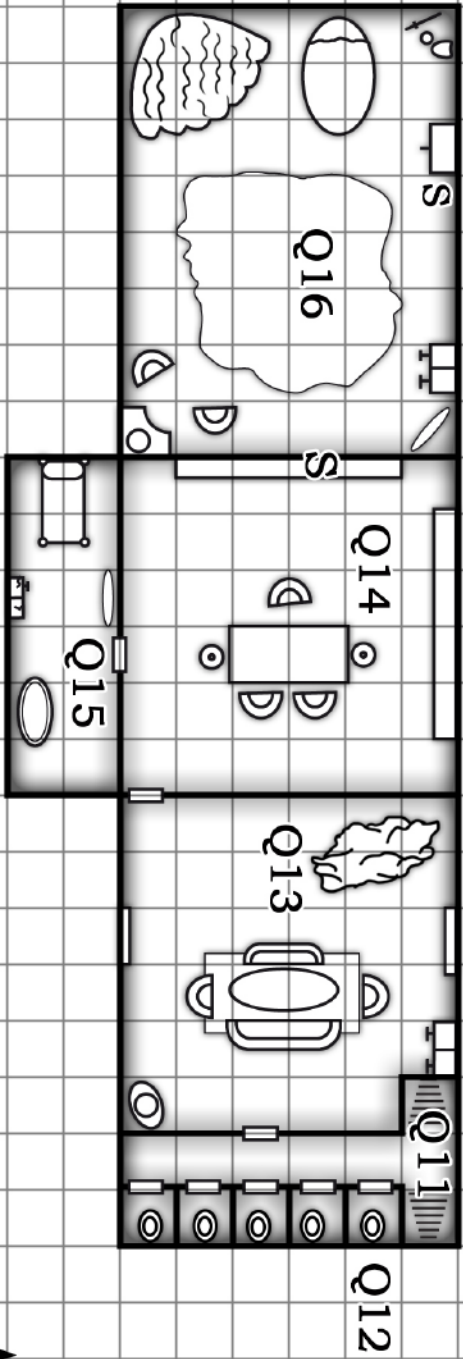
Main Floor

1 square - 10 feet



Quaywright Fishery Processing Plant Upper Floor

1 square - 5 feet



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QoD4e

Quests of Doom 4

Fishers of Men

Fishers of Men is a 6th-level adventure that takes the characters into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsathogga and countless foul denizens. When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place. The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.



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